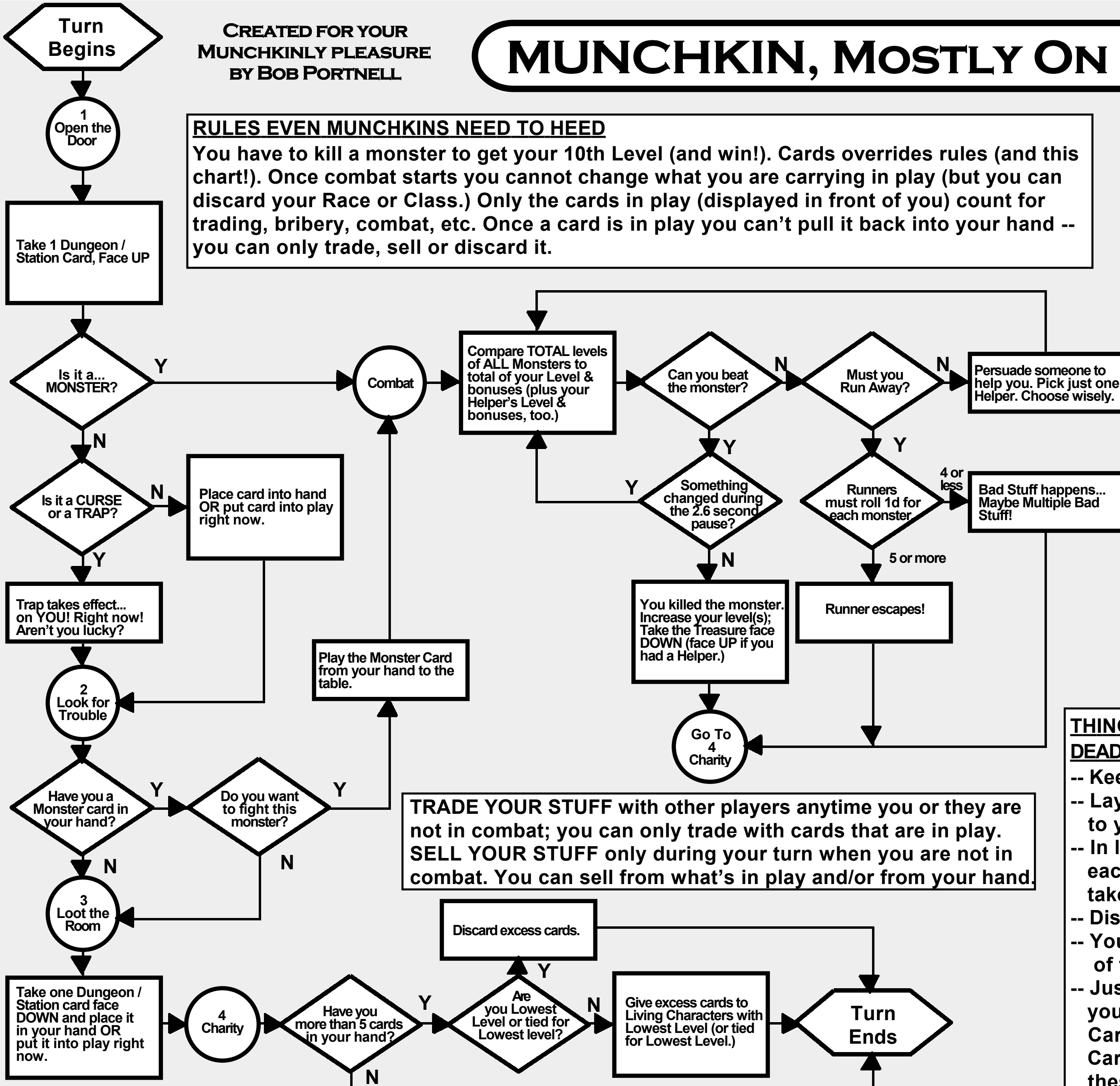
MUNCHKIN, Mostly On One Page

Created for your Munchkinly pleasure by Bob Portnell

RULES EVEN MUNCHKINS NEED TO HEED

You have to kill a monster to get your 10th Level (and win!). Cards overrides rules (and this chart!). Once combat starts you cannot change what you are carrying in play (but you can discard your Race or Class.) Only the cards in play (displayed in front of you) count for trading, bribery, combat, etc. Once a card is in play you can't pull it back into your hand -- you can only trade, sell or discard it.



WHEN TO PLAY...

CURSES: any time, even during combat.

POTIONS: during any combat, from cards in play or in hand.

TREASURES, RACE, CLASS: Play these as you acquire them or from your hand on your turn.

YOU CAN CARRY IN PLAY

1 Headgear
1 Footgear
1 Armor
2 1-Hand Items
1 2-Hand Item
1 Big or Complex Item
1 Sidekick
Items in play which cannot be carried should be turned sideways.

TRADE YOUR STUFF with other players anytime you or they are not in combat; you can only trade with cards that are in play. **SELL YOUR STUFF** only during your turn when you are not in combat. You can sell from what's in play and/or from your hand.

THINGS TO DO WHEN YOU'RE DEAD

-- Keep your Level, Race & Class
-- Lay out your hand, face up, next to your other cards in play.
-- In level order (high to low), each living character gets to take one card.
-- Discard any leftovers.
-- You live again at the beginning of the next player's turn.
-- Just before the beginning of your next turn, draw 2 Treasure Cards and 2 Dungeon / Station Cards, face DOWN. Put any of these into play as you will.